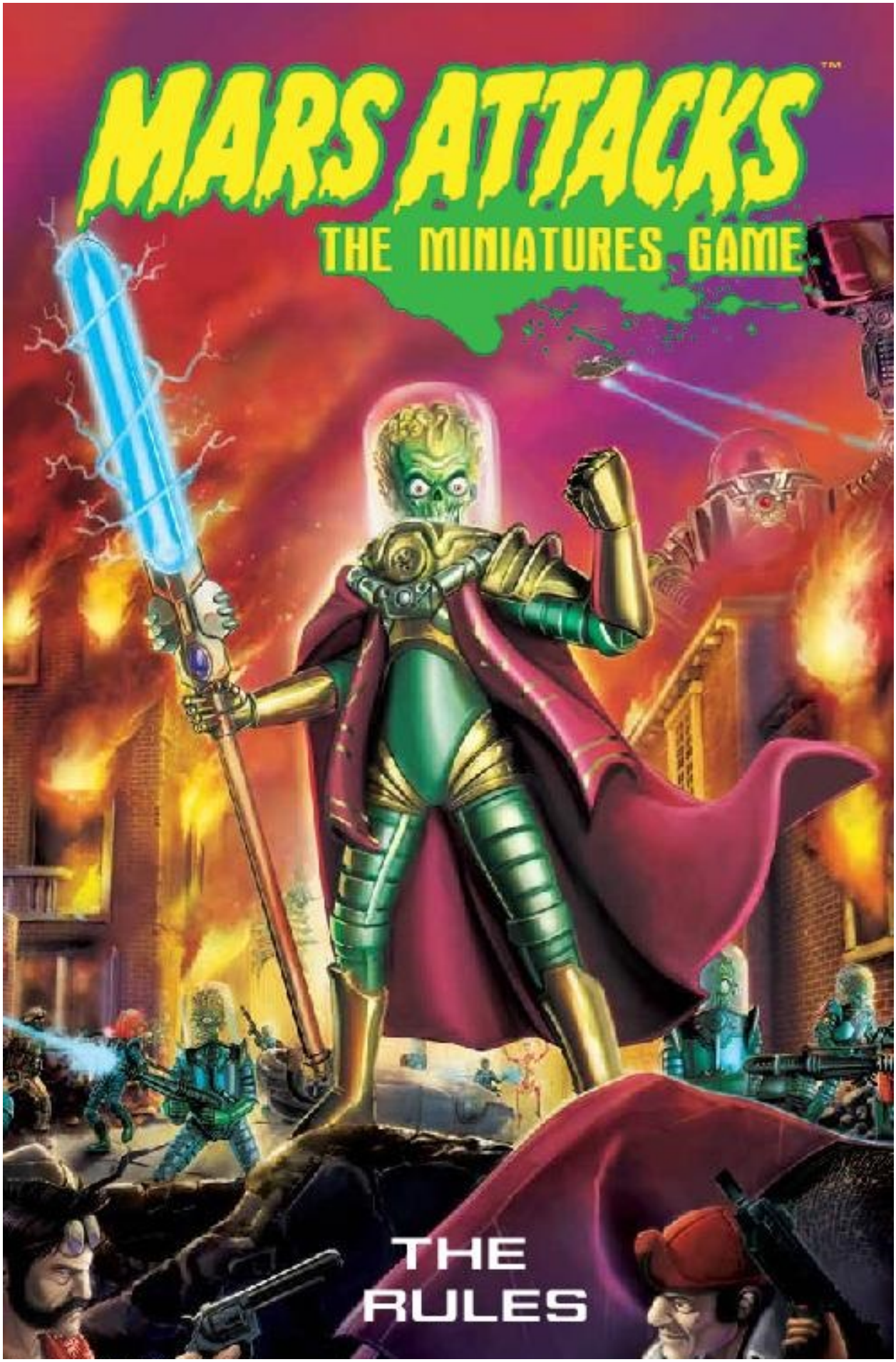
MARS ATTACKS™
THE MINIATURES GAME
THE
RULES

In the small town of Greenville, everyone is about to have a very bad day! From Buddy and Brandi, in town for their latest heist, to Joe trying to make an honest dollar at the local garage, Ashley attending her senior prom and Phil just trying to get through his day – all these and more find themselves right in the way of an invasion from another world!

Flying saucers fill the sky. Weird, gangly creatures with bulging eyes stalk through the charred ruins of the town, obliterating everyone in their way with exotic and terrifying weapons. The Army moves in, shooting first and asking questions later. The civilians find themselves stuck in the middle of an interplanetary war, doing whatever they can to survive in the face of the onslaught. On the way, friendships will be forged, spirits will be tested and heroes will arise. A series of battles will be fought that will determine not only the fate of this small, middle-American town, but that of the whole world too!

This isn't just another day. This is the day that Mars Attacks.

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MARS ATTACKS

Mars Attacks is the story of the everyman caught in the middle of the extraordinary. It's the tale of ordinary folk just like you and me swept up in the global catastrophe of an alien invasion, caught between the crossfire of death rays and bullets as the Martians shoot it out with the army. It isn't your usual sci-fi franchise. People die. Lots of people, in a variety of horrible ways. But heroes do rise. Not with improbable amounts of guns and ridiculous biceps. Genuine, flawed, everyday people. People who might just be really handy with a wrench, or a really good shot. People who are determined to make a stand. To survive.

This game is designed to help you realise that scenario on your tabletop. Simple, fast paced rules and fantastically detailed models and scenery enable you to get started immediately. A series of escalating scenarios introduces you to different rules and an ever-widening cast of characters. Waves of grunts on both sides will die in the exchange of fire as the human heroes try desperately to achieve their objectives and General Tor basically tries to kill every last human in sight!

All you need to do is choose your side, and grit your teeth. For Martian victory or the salvation of humanity, this is *Mars Attacks*!

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GAME COMPONENTS

In this *Mars Attacks* boxed set you will find the following items:

- This Rule Book
- Fold-out Battle Mat
- Martian General Tor
- 20 Martian Grunts
- 10 US Troopers
- 9 Human Heroes
- A set of ruined buildings and the clips to hold them together
- 6 eight-sided dice
- A deck of *Mars Attacks* game cards
- A Heroics Track
- A sheet of counters including Activation Markers, Victory Point (VP) counters, game effect markers, Critters and Alien Secrets.

Most of these things are pretty straightforward to understand. However, there a few that might need a little more explanation if you are unfamiliar with this type of game.

BATTLE MAT

This shows the area of Greenville that you will fight over. It is divided into eight 3x3 inch squares in each direction for a total of 64 squares on the battlefield. This is sometimes referred to as the board in the rules.

MODELS

All the Heroes are in red plastic, the US Army models are in brown and the Martians are in turquoise. These are ready to play straight out of the box.

RUINS

These can be assembled in an almost infinite number of combinations using the clips to hold them together during the game. They can either be left assembled between games, or dismantled for storage as you choose.

CARDS

Mars Attacks includes a single deck of cards that is used by both players. These need to be shuffled before the game begins and a hand of cards dealt to each player (see page 12). The remaining cards are then placed face down next to the battlefield as the 'draw deck'. When cards are played and discarded during the game they should be placed face up in a discard pile beside the draw deck. If the draw deck ever runs out then shuffle the discard pile to make a new one.

COUNTERS

The first time you play you will need to carefully punch out the counters from the sheet. Some of the game effect counters such as the bug will need minor assembly as shown.

PLAYING A GAME

MODELS

Mars Attacks is a fight between the different characters from the Martian invasion force and the heroic Human defenders. Each character is represented in the game by a separate model.

There are 2 broad types of character: Soldiers and Heroes. These are listed in separate sections in this book, on pages 24-28.

- Soldiers are the basic troopers of their side. There are a small number of different types of Soldier on each side. Each one of a particular type of Soldier is identical in terms of game values - the exact model does not matter. For example, all models of US Troopers with Carbines have the same game values.
- Heroes are unique, and the storyline of the *Mars Attacks* game is based around their escapades. Each is a named individual (like Buddy, Deke or General Tor) with a specific model and a special combination of abilities to defeat their opponents with.

GAME VALUES

Every model is defined by a set of game values or statistics ("stats" for short). These stats are Shoot, Fight, Survive, Range and Heroics. In addition, models will have a section for abilities. This will list any special abilities or equipment that the model is carrying.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Martian Grunt with Disintegration Rifle	4+	5+	6+	1-4	-	ARMOUR

Shoot, Fight and Survive are values that all models have. They are listed as a number or higher, for example 5+. This is what you have to roll on each dice to score a success in a test of that value. For example, "5+" means that rolling a 5 or higher on a dice will score a success.

Range is how far a model can shoot. It is fully explained on page 10.

GAME ROUNDS & TURNS

The game is played in a series of Rounds. In each Round, all models will get a chance to *MOVE*, *SHOOT*, *FIGHT* or use any special abilities they may have. A model that is currently doing one of these things is said to be "active", and is marked with an Activation Marker once the action is complete as a reminder that they cannot do anything else this Round.

TURNS

Within a Round, players take Turns moving and fighting with their models. When it is your Turn, you MUST do one of the following things:

1. Activate up to two different models.
2. Activate one model and play a card from your hand. You can act with a model first and then play the card or the other way around. If the card affects one of your own models then it must be the one that is active this Turn.
3. Play up to two cards (but only if you have no models left to act with this Round).
4. Pass (but only when all of your models have been activated and you want to do nothing further in the current Round). Once you choose to Pass you can do nothing more in that Round except play cards in response to enemy actions.

Each model may only act once in each Round unless a special rule or card states otherwise. Each scenario tells you which side takes the first Turn in the first Round. In the second and later Rounds, the player who finished activating their models earliest in the previous Round takes the first Turn in the next.

When all models on both sides have Activation Markers, the Round is over and all Activation markers are removed. At this point, each player (starting with whoever finished activating their models first) discards any cards they no longer want from their hand into the discard pile and draws back up to 4 from the draw deck. If the draw deck is ever exhausted, shuffle the discard pile to form a new draw deck.

Models and cards work in slightly different ways. A card tells you what to do when it is played - simply follow the instructions on the card. Once a card has been resolved it is placed in the discard pile.

ACTIVATING MODELS

A model can make one of the following actions in its Turn when it is activated:

- *MOVE* up to 2 squares.
- *MOVE* up to 1 square and then *SHOOT*.
- *SHOOT* and then *MOVE* up to 1 square.
- *AIM* and *SHOOT*.
- *STAND UP* (recover from being Rattled – see page 11) and *MOVE* up to 1 square.
- *STAND UP* and *SHOOT*.
- *STAND UP* and *FIGHT* (if a non-Rattled enemy model is in the same square)
- Do Nothing.

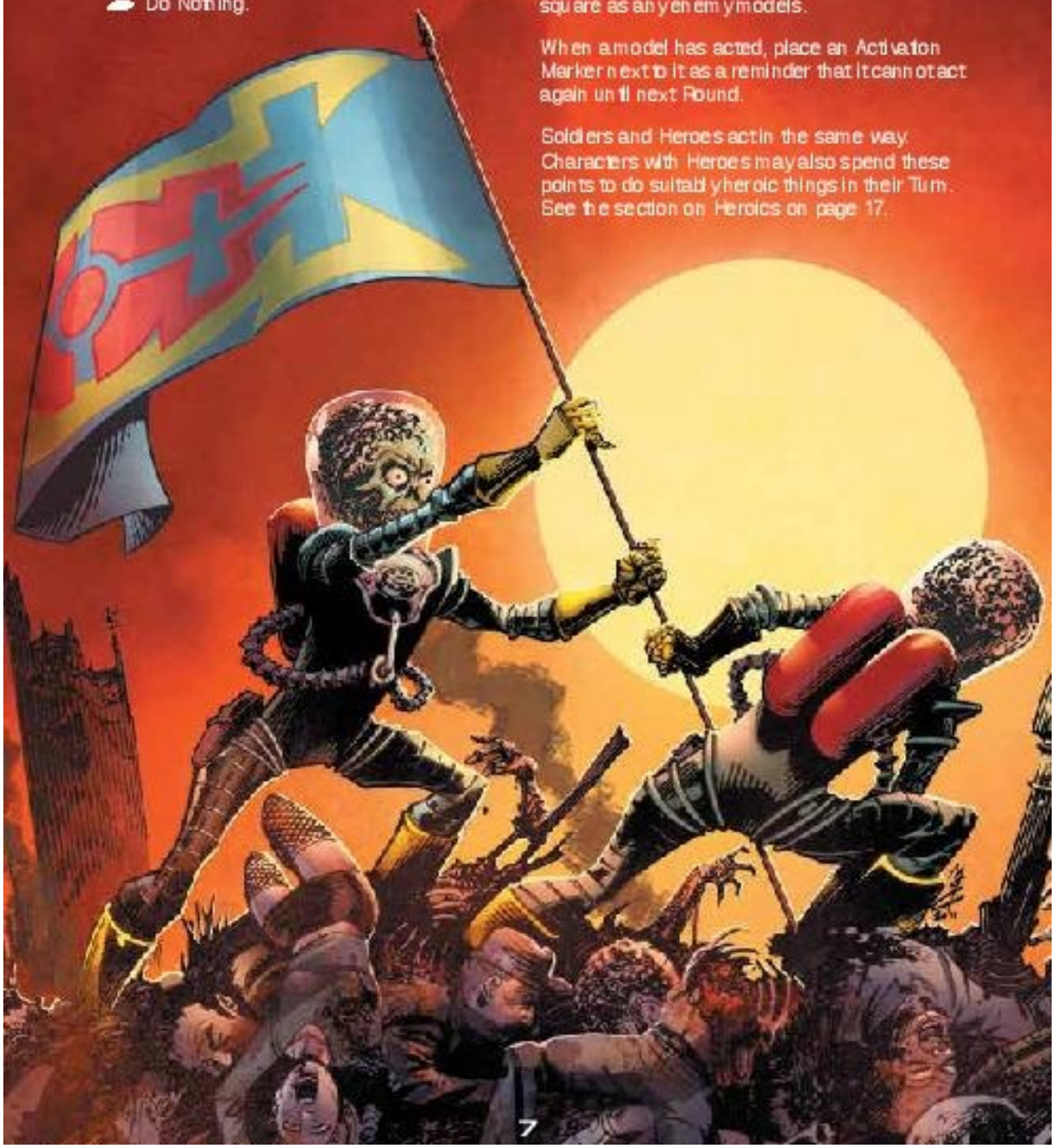
If a model starts its Turn in a square containing one or more enemy models that are not Rattled then the only option is to *FIGHT* if they are already standing, or to *STAND UP* and *FIGHT* if they are Rattled.

If a model *MOVES* into a square containing one or more enemy models then they must *FIGHT* as part of that movement and cannot *MOVE* any further afterwards.

A model cannot *SHOOT* if it is in the same square as any enemy models.

When a model has acted, place an Activation Marker next to it as a reminder that it cannot act again until next Round.

Soldiers and Heroes act in the same way. Characters with Heroes may also spend these points to do suitably heroic things in their Turn. See the section on Heroics on page 17.



MOVING

Each model may *MOVE* 1 or 2 squares depending on how you choose to act in that model's Turn (see page 7).

You may *MOVE* to any adjacent square, including diagonally, as long as it is not completely blocked by a solid wall. A solid wall is one that is an intact 3x3 section that covers the whole side you wish to *MOVE* across as per the example below. A diagonal *MOVE* is only allowed where both boundaries are not blocked by a wall that is taller than the model itself. Agile (or desperate!) characters like these can easily scramble over partial, ruined pieces of wall and so low, incomplete walls can be ignored.

There is a wall blocking both directions here, so the Martian may NOT move diagonally.

There is a wall only blocking one direction, so the Martian may move diagonally.

There are no walls blocking the diagonal here, so the Martian may move diagonally.

A model may *MOVE* on to or off of the board only when it does so as part of a scenario victory condition, and only along an edge defined in that scenario. Simply count the space beyond the board as you would any other square when the model wishes to *MOVE* on or off. Otherwise the model activates as normal. Once a model has left the board it cannot return in that scenario. If a model is not allowed to leave the board then treat the edge of the board as an impassable obstacle.

If you *MOVE* into a square that contains one or more enemy models then you end your *MOVE* for the Turn and automatically *FIGHT* one of them (see page 9). You cannot *MOVE* out of a square that contains enemy models unless they are all Rattled.

You may only reposition a model within the same square by choosing to activate and *MOVE*. This counts as a 1 square *MOVE*, so for example you could reposition a model (*MOVE*) and then *SHOOT*.

PLACING MODELS WITHIN SQUARES

Whenever a model is moved for any reason, the owner of that model decides where it is placed within that square. This includes when a model gets Rattled and lies down and when they *STAND UP* again.

You can place a model anywhere in a square. If the base sticks out over the line that marks the edge of the square, then use the centre of the model's base to define which square the model counts as being in. If you want to place a model right on the middle of the line then it's best to let your opponent know which square you intend the model to be in.

Each square can hold a maximum of 6 models at any one time. These can be from either side, or a mixture of both. If there are already 6 models in a square then no more may enter.

Model A is completely within square 1. Model B's base straddles the line between squares 1 and 2, but the centre of the base is in square 1 so that is where he is considered to be.

FIGHTING

When a model *MOVES* into a square containing one or more enemy models then the model can *MOVE* no further. Immediately resolve a *FIGHT* between the moving model and one of the enemy models in the square, chosen by the moving model. Note that the Brave ability may affect this choice.

If a model starts its Turn in a square containing one or more non-Rattled (see page 11) enemy models, the active model may only choose to *FIGHT*.

Both players now make dice rolls for their models. The active, attacking model starts with 3 dice. In addition, if the model started its turn in a different square then it gets +1 additional dice for charging in to battle. Furthermore, a model that has friends (models on the same side) in the same square also adds +1 extra dice (only one extra though, regardless of how many friends are present and whether they are Rattled or not). The number of dice may be further affected by cards (see page 12), and this decision must be made before any dice are rolled.

The attacking model must use its Fight value for this roll. The defending player must make a roll in the same way, but first he has a choice to make. If the defending model wants to fight back it must roll against its Fight value, and if it wants to duck out of the way it must use its Survive value for this roll. A Rattled model in a *FIGHT* can only choose Survive. Whichever option is chosen, the result is worked out the same way.

Both players roll all the dice they now have and read each one separately. Each one that equals or beats the model's chosen stat (Fight or Survive) scores a success. If you roll an 8 then as well as a success you can roll an extra dice. Take another dice from the supply and roll that in the same way as you did your first dice. So, if it is more than or equal to your stat value it is a success; if it is an 8 you count a success and take another dice, and so on.

When you have finished rolling your dice, both players count up how many successes they have, and compare totals. Note that if the target model wins using their Fight stat they may injure the attacker in exactly the same way that the attacker would have injured them had they won. If one player has more successes than the other, that player wins.

- *FIGHT* Wins: Thwack! The losing model is beaten into submission and killed. Remove it from the board.
- Draw, or Survive wins: Miss! The target is unharmed by the attack.

FIGHTING ends the attacking model's activation for the turn. Place an Activation Marker next to it.

MODELS WITH NO FIGHT STAT

A few models can't *FIGHT*. This is shown by having a Fight value of "-". If a model with no Fight stat moves into or starts in a square with an enemy model then they would normally have to *FIGHT*, but they can't. Instead they are simply stuck until someone comes to rescue them. They cannot start a *FIGHT*, and must use Survive if they are attacked.

SHOOTING

To *SHOOT* at an enemy model it must be within your *SHOOTING* model's Range, and your model must also be able to see them.

RANGE

Range is the minimum and maximum number of squares the model's gun, crossbow or other missile weapon will shoot. When counting distance never count the square the shooting model is standing in, and always count the one the target is in. Count the distance along the shortest route. Note that counting range ignores walls and other obstructions.

Most ranges start at 1. This means that you cannot shoot at an enemy in the same square as you. Occasionally a weapon will have a higher minimum range, like the missile launcher with a range of 3-20. This means that it cannot shoot at enemy models that are closer than 3 squares away.

The Martian Grunt is shooting the US Trooper, who is three squares away.

LINE OF SIGHT

To shoot a model, you must have Line of Sight (LOS for short). Simply bend down and look from the shooting model's head. Can they see their target?

- No.
  If another model, wall or other piece of scenery entirely blocks their view to every last bit of the target model then they cannot be shot at.
- Yes – I can see some of it.
  Most of the time you will only be able to see part of a target model - enough to *SHOOT*, but not enough to give you a bonus. This is the norm in a firefight.
- Yes – I can see all of it.
  If you can see every last piece of the target model then the shot is easier because it is out in the open. This is called a clear shot.

For the purposes of LOS, the "target model" consists of the whole model Trooper, Martian or whatever it is including any base it is mounted on. In reality the models represent Humans and Martians who are not stuck in one position and will be using the cover of walls and so on to hide themselves. However, for simplicity, the easiest rule is to ask "what can I really see?" This avoids any debate about whether a boot, gun, hat or whatever counts or not. In short, if you can see any part of the model then you can *SHOOT* at it.

You cannot *SHOOT* into a square that contains a mix of friendly and enemy models.

In the diagram below, the US Trooper can see Martians A, C and D. Additionally, he can see all of D and gets a +1 dice bonus.

SHOOTING DICE

If you can see at least part of the target model then start with 3 dice. If you have a clear shot (see left) then start with 4 dice. If you *AIM* first in the same turn you get +1 extra dice. The number of dice may be further affected by cards (see page 12), and this decision must be made before any dice are rolled.

Roll all the dice you now have and read each dice separately. Each one that equals or beats the *SHOOTING* model's Shoot value scores a success. For each 8 you roll, as well as a success you can roll an extra dice. Take another dice from the supply and roll that in the same way as you did your first dice. So, if it is more than or equal to your Shoot value it is a success; if it is an 8 you count a success and take another dice, and so on.

When you have finished rolling your dice, count up how many successes you have. This is your total *SHOOT* attack.

The target model must try to duck out of the way. To do this the opposing player rolls 3 dice just as you did for *SHOOT*, but compares the results of these dice to his model's Survive value instead of his Shoot. Apart from this the number of successes is worked out the same way, with 8s generating additional dice rolls.

When both players have finished rolling their dice, compare the total number of successes for the attacker's Shoot and target's Survive. If one player has more successes than the other, that player wins.

- *SHOOT* Wins: Blam! The target model is killed in a hail of bullets or a flash of energy. Remove it from the board.
- Draw, or Survive wins: Miss! The target dodges out of the way and is unharmed.

Sometimes, cards and other effects will have an attack of their own that does not come from a model with a stat line. In this case the strength of the attack will be noted on the card or special rule. For example, "5 dice, 5+ *SHOOT* attack" means that the attack will roll 5 dice, needing a 5 or more to succeed with each one. The Survive roll for any target models is resolved as normal.

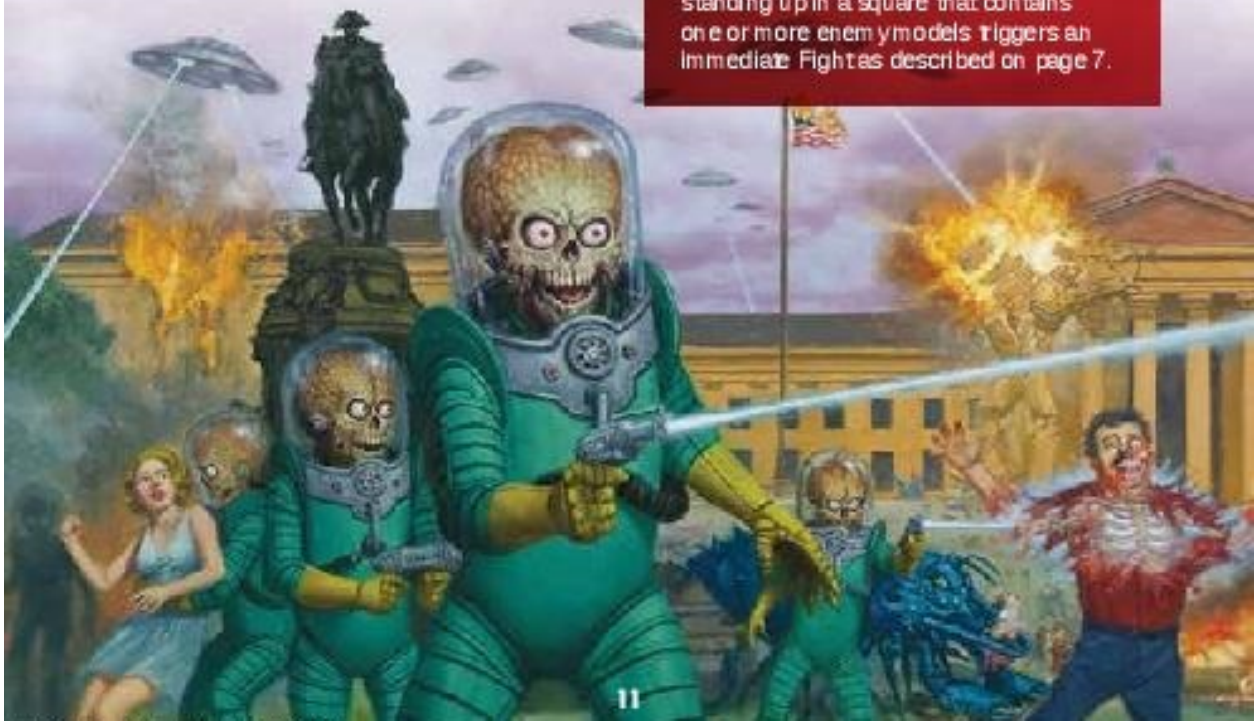
RATTLED

When a model is shot and killed in the same square as other models, the surviving models must each test to see if they are Rattled by the experience or whether they grit their teeth and carry on regardless.

To test whether any model are Rattled or not, the player that controls the model(s) must roll a single dice for each. If you roll 1-4 then the model is Rattled. If you roll a 5+ you can carry on as normal.

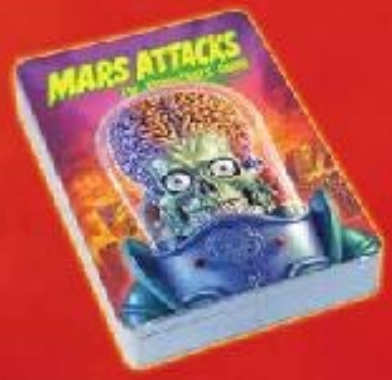
A Rattled model has been shaken by the experience and does their best to hide. Lie the model down anywhere in the same square to show this (the player that commands the model chooses where). A Rattled model in a Fight (see page 9) can only choose Survive.

Recovering from being Rattled by standing up in a square that contains one or more enemy models triggers an immediate Fight as described on page 7.



CARDS

Mars Attacks includes a single deck of cards that is used by both Humans and Martians.



Apart from Events, each card has two colour-coded effects listed on it; one for each side – Red for the Martians and Blue for the Humans. Each player can only use the effect relevant to the side they are playing.

At the start of the game, each player draws a hand of 4 cards. At the end of a Round each player may choose to discard any unwanted cards and refill their hand back up to 4. The player that was the first to finish activating their models should do this first. If the draw deck runs out, shuffle the discard pile to make a new one. Players should keep the cards in their hand secret until they are played or discarded.

WHEN TO PLAY

Each card has an icon describing when it can be played:

Cards with this icon are played during your own Turn (for example, as a bonus to a *SHOOT* test).

Cards with this icon can be played at any time – either during your own turn or as a response to an enemy action.

You may only play one card to modify each test and you do not have to play any.

The player whose Turn it is must decide whether to use a card for a particular test before his opponent does. Both players must decide whether or not to use cards before any dice are rolled for the test(s).

A card effect is in addition to a model's action for that Turn. So, whilst a model cannot normally take two Turns, it can take a Turn and then also have a card played on it (which could let it make another action). One action and one card is a model's limit per Turn.

SUPPORT CARDS

Support Cards represent weapons and events sent to support the troops that are bigger than will easily fit on the tabletop, such as giant saucers and aircraft, and can be collected in Sets.

To play a Support Card, place it face up on the table in front of you. Each can be the start of a new Set or can be added to an existing Set. Sets can include up to three cards of the same type. Support Cards that are on the table in front of a player are said to be "in play".

A Set of Support Cards has no effect until it is called upon and "resolved". You can resolve a Set of cards during your Turn – this counts as playing a single card, but no new card is actually put into play. Each card will list the effects based on whether 1, 2, or 3 cards are in the Set in play at the time of resolution. Resolve the effects listed on the card, and then discard all cards in the Set. You cannot resolve sets in the same Turn you play the card(s) within them. Normally, you can only resolve your own card Sets. In all cases, the more cards you have in a Set, the better the effects will be!

Support Cards can target squares containing a mixture of models from both sides. In this case models from both sides will suffer the effects.

Unless a Support Card says otherwise, when an effect targets more than one square roll once for the effect and apply the same roll to each square.

Models killed by Support Cards count as being killed by the side that resolved them for purposes of scenario VPs (see page 31).

EVENT CARDS

Event Cards show that the little piece of the invasion we see on the tabletop is not the whole fight - in reality it extends beyond the borders of our immediate battle.

Event Cards only have one effect and must be played as soon as they are drawn. They are never kept as part of a player's hand of cards.

However, if a player has any of these in his initial hand at the start of the game then they must be discarded and replaced with new cards from the draw deck. Do this until neither player holds any Event Cards in their hand. These Event Cards are not resolved, they are simply discarded.

At the end of a Round, when both players refill their hand of cards, if either player draws any Event Cards then resolve them each immediately in the order they are drawn. Continue to draw cards in this way until both players have a full hand of 4 cards and neither has an Event Card.

CARD EFFECTS

Many cards share similar effects and these are described here. These keywords will be written in bold on the card.

ACCURACY

- ***RANDOM***: Use dice rolls to determine the row and column for the effect (see page 14).
- ***PARTLY RANDOM***: Player may choose EITHER the row or column and the direction (if applicable) for the effect. A dice roll determines the rest.
- ***TARGETED***: Player chooses the exact location and direction (if applicable) of the effect.

AREA OF EFFECT

- ***SINGLE SQUARE***: The attack affects every model in the target square.
- ***DIRECTIONAL***: The attack has a target square and a direction (left, right, up or down). The attack affects the target square, and all squares between the target square and the edge of the board in the chosen direction.

In this example, the red square is the target square, and the yellow arrow shows the direction. The attack also affects all of the orange squares

Note: with a ***PARTLY RANDOM*** and ***DIRECTIONAL*** attack the player chooses the direction and either the row or column. The target square is chosen at ***RANDOM.***

- ***BLAST***: The attack affects the target square, and the eight adjacent squares.

In this example, the red square is the target square, and tthe attack also affects the surrounding squares marked in orange.

CONTINUOUS

- This Support Card affects the game at all times while in play – it does not have to be resolved or discarded after use.

SCATTER (X)

- See page 15.

RANDOM LOCATIONS

Several rules and cards require you to find a Random location on the board. This is always done in the same way.

RANDOM PLACEMENT

The player that is resolving the random placement rolls two dice, one after the other. The first is for the row (shown in red in the diagram), the second is for the column (shown in blue). Always count from the bottom left corner, from the point of view of the player rolling the dice.

For example, if you rolled a 5 then a 6 your model, item or attack would appear in the square marked with an X.

RANDOM EDGE

If a card or rule requires you to find a Random Edge square, roll one dice first. On a 1-2 it will be the closest edge, on a 3-4 it will be the edge to the left, on a 5-6 it will be the edge furthest away, and on a 7-8 it will be the edge to the right. Once you have determined the edge, roll for the exact square along that edge as normal.

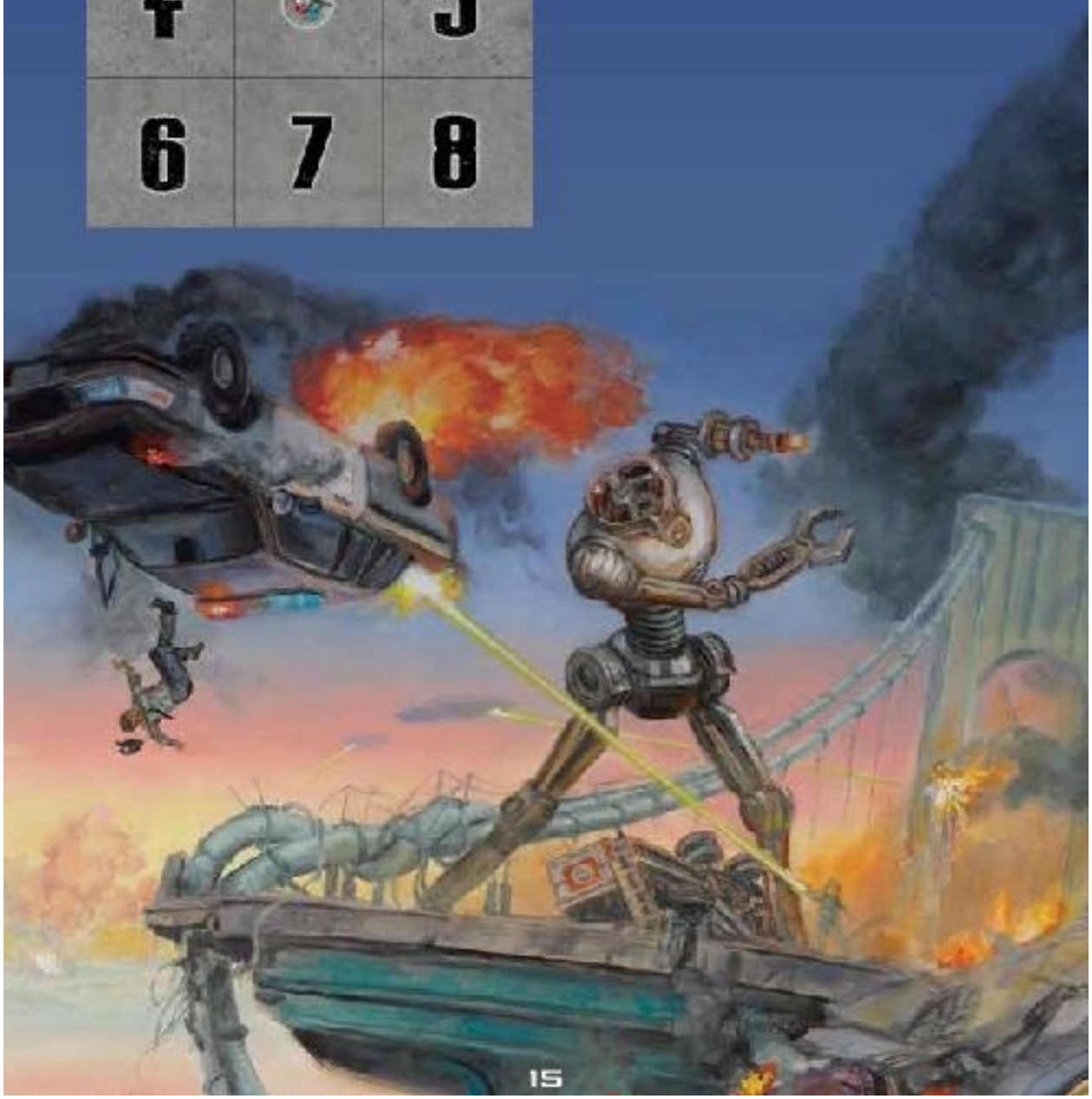
For example, if you rolled a 7 then a 6 your model, item or attack would appear in the square marked with an X.

SCATTER (X)

Several rules need you to randomly move a model or counter around the board. Random movement of models or counters is called scattering and is worked out with a single dice roll. Use the diagram shown and move the model or item in question into the direction indicated by the number rolled on the dice.

Scatter will be marked in bold with a number in brackets, eg ***SCATTER (2)***. The number denotes how far in the direction rolled the model or counter needs to move.

Unless a rule says otherwise, if the scatter move would take the model or counter to a position it cannot get to or be in (such as off the board, through a solid wall, into a square that is already full, etc) then it moves as far as it can before stopping at the obstacle. Unless stated otherwise, a model that *MOVES* into a square containing an enemy model will *FIGHT* as normal. Resolve these *FIGHTS* one at a time, before any other effects from the rule or card are resolved.



CRITTER AND ALIEN SECRET COUNTERS

These are sought by one side or the other and will aid in their overall victory. In general, the Martians want the Critters to take back for experiments in grafting and mutation and the Humans want the Alien Secrets so that they can reverse engineer Martian equipment to make heat rays and saucers of their own.

A scenario will say if Critters and Alien Secrets are used.

Models can only reveal and capture Critter/Alien Secret counters if doing so is listed under their VP awards for that scenario. Models that cannot earn VPs ignore these counters.

When a model that is seeking Critters/Alien Secrets *MOVES* into a square containing a face down Critter/Alien Secret counter then it is flipped over to reveal which it is. If they can capture that counter then it is removed from the board and placed in front of the owning player as part of their VP score. If a model reveals a counter it cannot capture, then they ignore it. The counter is left face up on the board for their opponent to claim later.

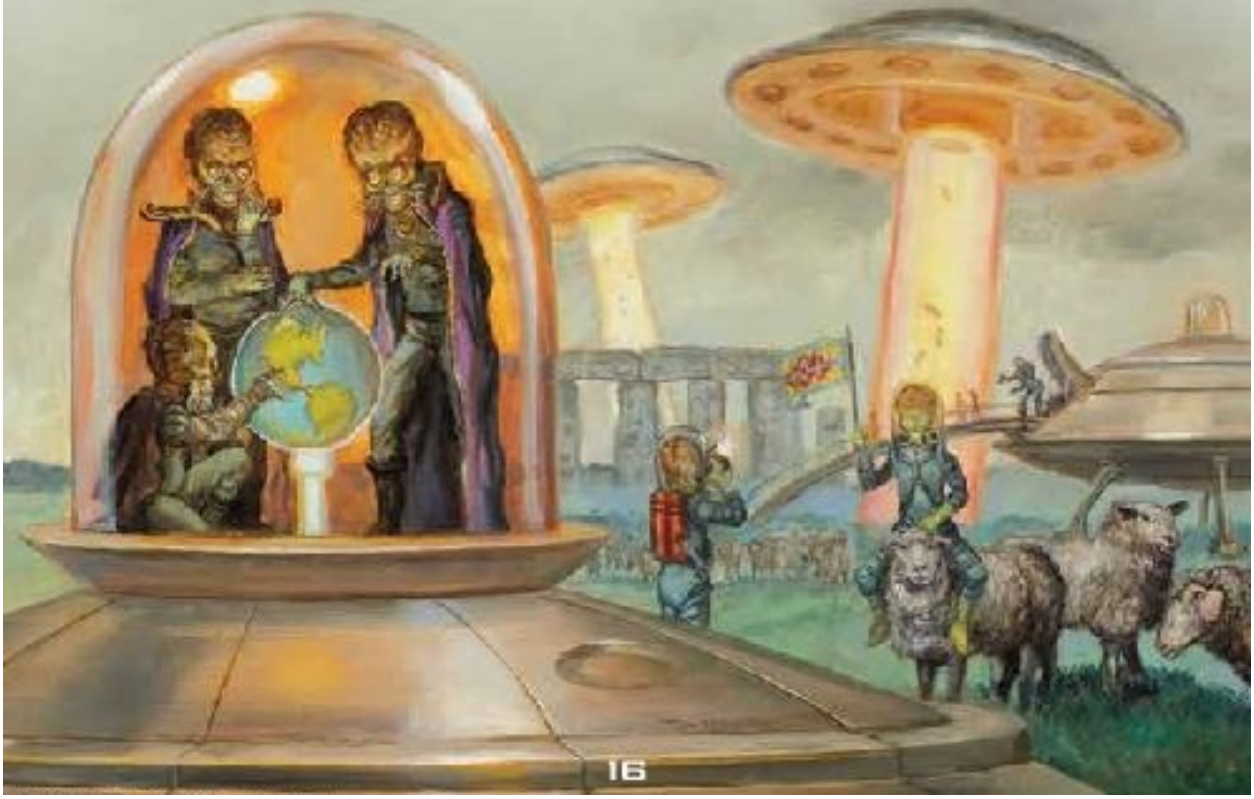
When a model that is seeking Critters/Alien Secrets *MOVES* into a square containing a face up counter they can capture then it is removed from the board and placed in front of the owning player as part of their VP score.

Picking up Critters and Alien Secrets has no effect on the model's other actions.

Unrevealed counter

Critter counter

Alien Secret counter



ABILITIES

Even though there are many different types of Soldier and Hero, some of them share common abilities. These are all defined here for easy reference. Abilities apply to models and counters equally, and work the same way in both cases.

HEROIC ABILITIES

Heroes do heroic things, but even heroes have limits. Some abilities (marked with a ♥ symbol) are classed as Heroics and are used slightly differently. These abilities can only be activated by using Heroic points as detailed below. The number of Heroic points that each Hero can use is listed in their stat line. To keep our Heroes suitably dramatic, each one has a number of points to spend on Heroics. Each point of Heroics can be spent on a number of different options depending on the individual hero. Use the Heroics counters and track to keep track of the amount left to each Hero. This limit is for a single battle, and will be renewed for the next game.

Heroics are used in three ways:

1) To avoid damage. Whenever a Hero is "killed" by an attack from any source, they automatically spend a point of Heroics to ignore the damage completely. This happens immediately. If the Hero has no points left to spend then they are killed as normal.

2) To get more done in their Turn. In addition to taking a Turn in the same way as a Soldier, a Hero can spend up to one point of Heroics to either:

   a. *MOVE* one extra square.

   b. *SHOOT* an enemy model.

   c. *FIGHT* an enemy model that is in the same square.

   This is in addition to any *MOVE*, *SHOOT* or *FIGHT* already done by the Hero in their Turn. This may be used at either the start of their Turn or at the end, but not in the middle.

3) Use a Heroic ability. If the Hero has a Heroic ability then they may trigger it at the cost of a point of Heroics. When this point is spent depends on the ability.

ANTI-TANK

The weapon is designed to destroy Vehicles. If an ANTI-TANK weapon targets a VEHICLE they get +2 additional dice.

Note: This rule will not have an effect when using the contents of the boxed game - it applies to forthcoming expansions.

ARMOUR

The model is equipped with state of the art protective gear, proof against all manner of alien weaponry as well as conventional bullets.

Whenever a model with this ability rolls to Survive against a *SHOOT* attack, add 1 to the total number of successes before comparing it to the enemy attack. If the ARMOUR is the difference that saves the model then it is Rattled. ARMOUR has no effect in a *FIGHT*.

For example, if a *SHOOT* attack gets 3 successes and the target rolls only 2 successes for defence (Survive), then when its ARMOUR is added (for a total of 3 successes) it makes the difference between the target surviving or not. This leaves the target Rattled.

ARMOUR PIERCING

The weapon is designed to go through any armour.

An attack with this weapon ignores any ARMOUR or HEAVY ARMOUR the target may have. Those abilities are useless against this attack.

AUTHORITY

The model is in control!

A model with this ability may take the first Turn in a Round for their side, regardless of which side would normally start. This model must be the first to act in this first Turn. The model pays a point of Heroics before activating. Other than that, the Turn is completed as normal.

If both players have models that want to use this ability then the model belonging to the side that would normally go first in a Round gets the first Turn. Both models would still pay a point of Heroics in this situation.

BRAVE

The model has a strong sense of duty and honour. It is their duty to protect the weak from danger. Note, however, that this ability does not work while the BRAVE model is Rattled.

A model with this ability will dive in front of enemy fire to save other models. If a square containing more than one model is the target of any attack, a BRAVE model must be targeted if possible. This applies to both *SHOOTING* and *FIGHTING*. If more than one BRAVE model is a possible target then the owner of the BRAVE models may choose which one leaps in to save the day. However, if the *SHOOTING* model cannot see any BRAVE models then it cannot target them.

Attacks that hit all models within a square at the same time (such as artillery or Heat Rays) are not affected.

COVERING FIRE

The model's weapon is designed to lay down covering fire to pin down the enemy.

A model with this ability can choose to either *SHOOT* normally, or if it does not *MOVE* that Turn it can instead use the special COVERING FIRE attack. COVERING FIRE allows the model to choose up to 3 target squares instead of 1. Each square must contain at least one target that the model could *SHOOT* at normally. In addition, each square must be adjacent to at least one of the other squares.

COVERING FIRE does not roll dice. Instead, all the Soldier models that the *SHOOTER* can see in all three chosen squares are immediately Rattled.

DRAGON SLAYER

There is no better test of a hero than to fight and slay a mighty dragon.

A model with this ability gets an extra dice when *FIGHTING* any model that is mounted on a larger base than a normal human or is so large that it is not mounted on a base at all.

FIXIN' STUFF

The model has an instinct for machinery and can mend almost anything, whether it's from this planet or not!

If a model with this ability reveals an Alien Secrets counter then they can choose to fix the alien artefact instead of removing the counter for VPs. This will cost a point of Heroics as normal. Discard the counter and roll a single dice to see what you can rebuild:

1-3: Martian communicator. You can hear the enemy transmissions and listen in on their secret plans. Unfortunately you cannot understand a word they're saying, so it is not much help!

4-6: Disintegrator. The model gains a 5+ *SHOOT* attack with a range of 1-4.

7-8: Freeze pistol. The model gains a 5+ *SHOOT* attack with a range of 1-3. Anyone that is not killed by this attack is marked as activated.

If a model ever ends up with more than one type of weapon, it may choose which to use when *SHOOTING*.

FOLLOW ME!

The model inspires the troops.

Complete the model's activation as normal. Then, if you want to trigger this ability, spend a point of Heroics and nominate up to 4 other unactivated Soldiers (not Heroes) on the same side as the Hero and no more than 2 squares away. One at a time, these models are now activated. Complete each model's activation before moving on to the next. As usual, all models are marked as activated once they have completed their actions.

As these additional activations are all triggered by the original model's Heroic ability, only the original Hero model counts for purposes of working out what that player can do this Turn.

FREEZE!

When a model with this type of weapon *SHOOTS* at a square they must roll a separate attack against every model in that square that they can see. Any model that survives being shot at is marked as activated.

HEAVY ARMOUR

The model is equipped with advanced or experimental armour of unusual design.

Whenever a model with this ability rolls Survive against a *SHOOT* attack, add 2 to the total number of successes before comparing it to the enemy attack. If the HEAVY ARMOUR is the difference that saves the model then it is Rattled.

HEAVY ARMOUR has no effect in a *FIGHT*.

For example, if a *SHOOT* attack gets 3 successes and the target rolls only 1 or 2 successes for defence (Survive), then when its HEAVY ARMOUR is added (for a total of 3 or 4 successes) it makes the difference between the target surviving or not. This leaves the target Rattled.

KLUTZ

Things get broken and fail around this person, yet somehow they always muddle through in the end.

A model with this ability can re-roll any dice that rolls a 1 as well as any that roll an 8. A roll of a 1 is still a fail rather than a success.

LORD OF BATTLE

The model is a natural leader or has been appointed to a position of great authority.

This works just like FOLLOW ME!, but instead of centring the effect on the Hero using it, you can choose any square on the board as the focal point rather than the Hero.

NATURAL LEADER

The model exudes a quiet confidence and sense of determination that makes people listen.

Complete the model's activation as normal. Then, if you want to trigger this ability, spend a point of Heroics and nominate one other unactivated Hero (not Soldier) on the same side as the Hero and no more than 2 squares away. This model is now activated and is marked as such once they have completed their actions.

As this additional activation is triggered by the original model's Heroic ability, only the original Hero model counts for purposes of working out what that player can do this Turn.

RAPID FIRE

The model's weapon has a high rate of fire and can hit several targets in a single attack. Unfortunately they aren't particularly accurate.

A model with this ability cannot *AIM*.

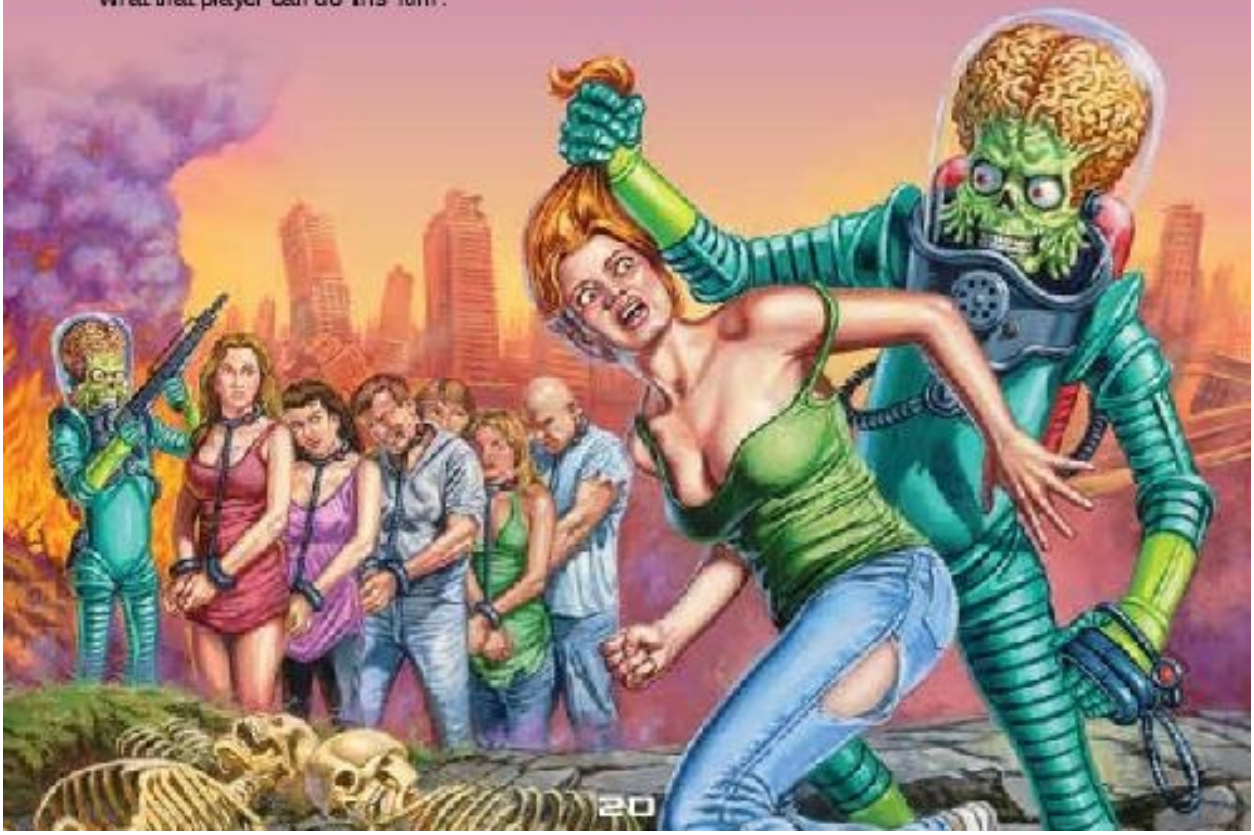
A model with this ability makes a *SHOOT* attack as normal. If the first target is Rattled or killed then they may make an attack against a second enemy model in the same square as part of the same *SHOOT* action. Roll the dice again as if this was the first shot of the model's Turn, but don't count it as a separate action. Normal modifiers apply.

SCARED CIVILIAN

Martians are invading! The world is coming to an end! Run for your lives!

If a model with this rule starts a Human Turn within 2 squares of a Martian model then the Human player may choose to move it instead of one of his other models. No cards can be played on a SCARED CIVILIAN model.

A SCARED CIVILIAN always moves using the ***SCATTER (3)*** rule (see page 15). If it is ever in a square with just Martian models then it has blundered in to their hands and is immediately captured. If it is ever in a square with just Human models then it has been rescued. Either way, remove the model. If it is ever in a square containing both Human and Martian models, it will continue to follow its normal rules.



Once removed, the figure counts as both an Alien Secrets and Critters counter (see page 16) for the side that claimed it.

A model with this ability cannot be targeted and shot at individually, but can still be damaged by an attack that damages a whole square.

SMITE!

Even if this weapon doesn't kill someone, it's powerful enough to take them out of the fight.

If a model with this ability uses their Fight stat rather than their Survive stat in a *FIGHT* then their opponent will be Rattled even if they win. This doesn't matter much if the opponent is killed, but can turn the tide if they aren't.

If both models in a *FIGHT* have SMITE! then it has no effect.

STAR-CROSSED LOVERS

A model with this ability is head-over-heels in love with their partner and would do anything for them. Sadly, the world seems to be against them. Will they ever be happy?

This model may never choose to *MOVE* more than 1 square away from their partner while they are alive. Models with this ability will be listed together in the rulebook.

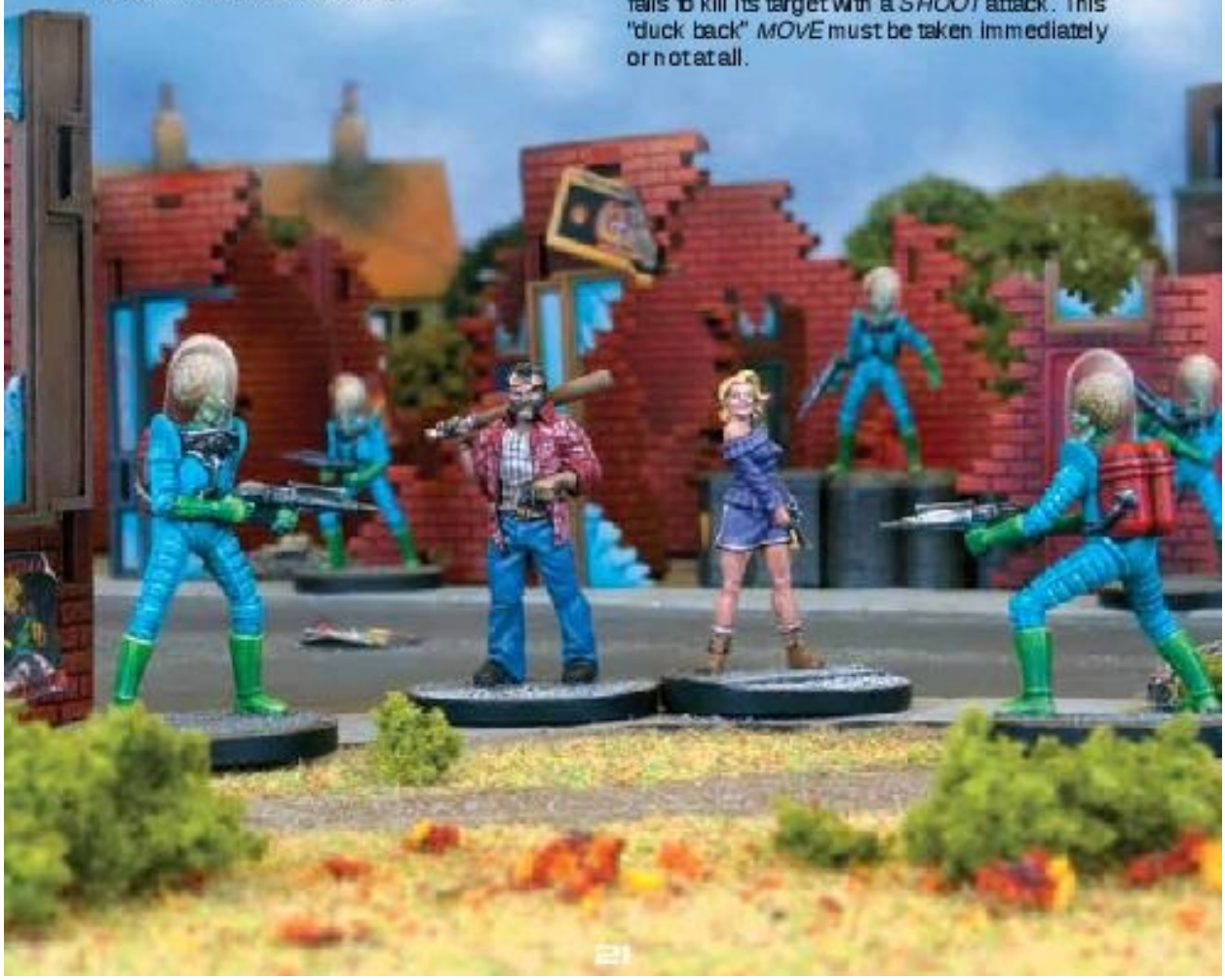
If the partner of a model with this ability is killed then they will go crazy. For every enemy model they kill they get a point of Heroics to spend that Turn. The limit of once per Turn on the second use of Heroics is lifted so that they can go on a killing spree.

In scenarios that allow you to choose Heroes you must either take both STAR-CROSSED LOVERS or neither of them. They will not turn up alone. Each one still counts as a separate choice.

TOO MANY LATE NIGHTS

The model has spent thousands of hours playing online games as a deadly assassin, and understands the cunning involved in the perfect hit.

A model with this ability may spend a point of Heroics to get a free *MOVE* of one square if it fails to kill its target with a *SHOOT* attack. This "duck back" *MOVE* must be taken immediately or not at all.



HUMAN SOLDIERS

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
1.	US Sergeant	4+	4+	5+	1-6	2	BRAVE, FOLLOW ME!
2.	US Trooper with Missile Launcher	4+	6+	6+	3-20	-	BRAVE, ARMOUR PIERCING, ANTI-TANK
3.	US Trooper with LMG	5+	5+	6+	1-12	-	BRAVE, COVERING FIRE
4.	US Trooper with Carbine	5+	4+	6+	1-6	-	BRAVE
	Civilian	-	6+	6+	-	-	SCARED CIVILIAN

MARTIAN SOLDIERS

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
1. Martian Grunt Unit Commander	4+	4+	5+	1-4	2	ARMOUR, FOLLOW ME*
2. Martian Grunt with Freeze Ray	4+	6+	6+	1-6	-	ARMOUR, FREEZE!
3. Martian Grunt with Disintegration Rifle	4+	5+	6+	1-4	-	ARMOUR

GENERAL TOR

There are those in the invasion fleet who are happy to disguise their failures as successes. General Tor is not among them. He might expect to see such behaviour among the cowardly humans, but if any of the troopers under his command attempted such, their punishment would be endless and agonising.

Drive and ambition have ever been Tor's greatest strengths, and his ceaseless dedication has finally paid off. He's found something that was overlooked by High Command, and he plans to investigate it. If his hunch is right, it could make him one of the key players in the invasion of Earth...

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
General Tor	-	3+	5+	-	5	HEAVY ARMOUR, LORD OF BATTLE*, SMITE!	

DEKE

In the hills just outside Greenville, there's a cabin hidden in a copse of trees. You could walk right past it and never even know it was there. That's just how Deke likes it. He's seen some things in his time and he knows a lot more than the military want him to know. If he were a lesser man, he'd have headed for the border a long time ago, but he knows what's in Greenville. He knows they'll come looking for it. And he intends to be there, ready and waiting, when they arrive.

When the explosions began and the saucers started dipping overhead, Deke reacted with the calm precision of a man who's been preparing for such a moment for years. He climbed down from his lookout perch and fetched his pack and his rifle from the concealed trapdoor under his stove. He knew exactly where he needed to go.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Deke	3+	4+	3+	1–6	3		

JOE

Before the invasion, Joe was an auto mechanic. For a while, at least. Before that he was a carpenter, a garbage man, a stevedore, a truck driver... the list goes on. He was always on the move, running from his personal demons – drinking, gambling and fighting. Now in his mid-forties, he's got nothing to his name except a head full of useful skills. When the Martians attacked he found a purpose, hotwiring enemy weapons and vehicles to help his people fight back.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Joe	-	3+	5+	-	4	FIXIN' STUFF*

ASHLEY

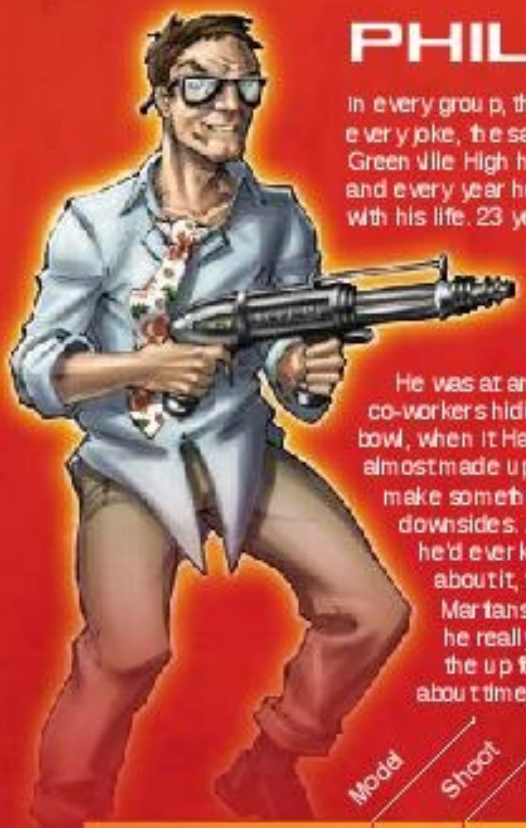
Only daughter of an insurance broker father and a realtor mother, Ashley had a pretty privileged upbringing. She went to a good school, she was well-mannered and polite... she was planning her career before her sixteenth birthday. The invasion hit on the night of her senior prom, and all hell broke loose. She left her friends behind and tried to get home to her family, but by the time she got there her house was a smoking ruin. She didn't allow herself to grieve. Falling in with a rag-tag group of survivors, her cool head and careful planning saved their skin on several occasions. She hasn't forgotten about her family. Revenge is just something worth planning for.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Ashley	4+	6+	5+	1–4	4	NATURAL LEADER*, RAPID FIRE

BUDDY AND BRANDI

Buddy and Brandi were on a cross-country flight from the law when the invasion began, and suddenly found themselves with a clean slate. Who cares about a couple of crooks from West Virginia when the whole world's going up in flames? They're wild and unpredictable, but their violent tendencies have come in handy on more than one occasion. He's the cocky, suave type with a hair trigger on his temper; she's head-over-heels in love with him, and just a little bit deranged. Brandi usually provokes Buddy into doing the dirty work, but when the going gets tough she's more than capable of handling herself.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Buddy	5+	3+	4+	1–3	3	STAR-CROSSED LOVERS♥, SMITE!
Brandi	4+	6+	5+	1–3	3	STAR-CROSSED LOVERS♥



PHIL

In every group, there's the one guy that everyone picks on. The butt of every joke, the sap who always gets it wrong. That was Phil. When he left Greenville High he got a desk job at Nicholson Distribution & Logistics, and every year he told himself that it was time to get out and do something with his life. 23 years later he's still there. He used to get angry at his situation, but that eroded away years ago. Now he just puts up with whatever life throws at him, greeting adversity with doodle friendliness and a "smile even when the world screws you over" attitude.

He was at an all-time low, wondering why he was still putting up with co-workers hiding his figurine collection and putting salt in his sugar bowl, when it Happened. Something so shocking, so thrilling, that it almost made up for all the wasted years. Finally, he had a chance to make something of himself! Okay, he had to admit that there were downsides. Alien invaders were tearing the town apart, and everyone he'd ever known was dead. But actually, when you stopped to think about it, that had dealt with a lot of his problems, and one of the Martians had dropped a ray gun right outside his door, so could he really complain? Yeah, all things considered, things are on the up for Phil. If the meek shall inherit the Earth, well, maybe it's about time he stepped up to take his share!

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Phil	4+	6+	5+	1-4	4	KLUTZ

EDWYN

Sir Edwyn of Hoo was a knight of the King's Cavalry in 1504AD, a virtuous warrior who stood against injustice and the corruption he saw among his fellow nobles. When talk came of strange foreign invaders attacking coastal towns and taking prisoners, he bravely led his men to battle them at Folkestone. Outmatched in every measure except honour, Edwyn fought bravely but was overcome and captured. The invaders laid him to rest in the bowels of one of their great ships, but his battle was not done! He awoke amid much confusion, an unknowable amount of time later, with fire blasting from the walls and a great rushing noise all around. He staggered from the wreckage of the enemy ship to find a strange new world filled with oddly garbed folk wielding strange weapons. Knowing only that they were the enemy of his enemy, he seized up a fallen sword, so unlike the ones he had used all his life, and set to helping them.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Edwyn	-	3+	4+	-	5	ARMOUR, BRAVE, DRAGON SLAYER, SMITE!

EVA

Eva had a tough life growing up. Her family was always on the move, following her father as he chased jobs from state to state. When she left high school, she decided she didn't want that anymore – she was going to settle down somewhere, get a good job and get some stability in her life. Seven years later she was a police officer in Greenville. Thing is, she never realised how boring stability could be. Her day-to-day mostly involves filling out paperwork, driving circuits around the outskirts and sometimes even picking up the occasional drunk guy so he can sleep it off in the cells. Still, she tells herself, it's better than living out of a suitcase... right?

On Invasion Day she was dealing with one of her few regular customers, a fish-out-of-water teenager named Troy who had a problem with an establishment that barely even existed. He'd been caught tagging the Sav-R-Mart, and she was giving him the usual lecture when all hell broke loose. Now she's stuck with the kid, doing her best to keep them both alive as Martians tear the whole town apart.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Eva	3+	4+	5+	1–3	4	AUTHORITY

TROY

"Come to Greenville", they say, "the nicest place in the South!"

As far as Troy's concerned, 'they' can go to hell. Greenville blows. He never wanted to leave Miami, but apparently his mom's job needed her to move out to the middle of nowhere. He didn't even get why he needed to go with her – after all, he's sixteen, and he can take care of himself – but no, he had to transfer to this crud-hole. It's not like she's ever home, either. Not that he cares.

He's always getting in trouble just for trying to be himself, like last week when a cop pulled him up for spray painting the side wall of a convenience store. He knew she was just picking on him because he was an out-of-towner - back in the city, kids were always tagging walls, and the cops didn't give a damn. He was trying to argue his point when there was a crazy, loud noise and the storekeeper went from scowling at him, to bursting apart into dust and smoke. Not cool. Officer Nutjob was about to check it out when a building across the street exploded. Everything went to hell! He might have been terrified for his life, but as far as Troy was concerned, this was the best thing to happen to Greenville in years.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Troy	4+	6+	5+	1–6	3	TOO MANY LATE NIGHTS

SCENARIOS

There are 10 scenarios on the following pages. Each scenario is a snapshot of one moment during the invasion and has a different way of winning the game. To play a scenario, follow the five steps below.

STEP 1
BOARD LAYOUT

The wall sections can be combined to make thousands of different combinations for gaming over.

The Human player places the wall sections on the board (after all, it's still his planet).

When you're setting up the buildings you should aim for something that looks good. Try to place walls so that they look like ruined buildings rather than just being scattered about at random. Use the various accessories to break up any open spaces as these can be very dangerous to move across during the game.

After the terrain is in place, the Martian player gets to choose which way round to play. Looking at the map for your scenario, decide which one of the four sides of the board will count as the one at the top of the map. Set up everything based on that.

SPECIAL TERRAIN

A few scenarios need specific pieces of scenery in specific places. For these scenarios simply keep this pre-defined scenery to one side while the rest of the board is set up. Then, after the orientation of the board has been decided, place the pre-defined scenery as a final touch.

STEP 2
COUNTERS

If the scenario includes them, shuffle all the Critter and Alien Secret counters face down. Then, using one dice for rows and another for columns, randomly place as many as the scenario requires, one at a time, on the board (see page 16). Put any remaining counters to one side.

Unless the scenario rules say otherwise, you cannot place more than one of these counters in a single square and cannot place them in any deployment squares. If a ***RANDOM*** roll would break these rules then simply re-roll it until it doesn't.

STEP 3
DEAL CARDS

Shuffle the cards and deal 4 to each player face down. The players should discard any Event Cards they are initially dealt and draw back up to a hand of 4 cards as previously noted. The remaining cards are placed face down beside the board as a draw deck within easy reach of both players. The players may look at their own cards at any time but not their opponent's. See page 12 for how cards work.

STEP 4
DEPLOY MODELS

Each scenario describes the models that are available as a list. So, if a scenario says that you get "Deke, 7 US Army Troopers with Carbines, 1 US Army Trooper with LMG, 1 US Army Trooper with Missile Launcher and 1 US Army Sergeant" that is a total of 11 models.

Some scenarios allow you to choose from a selection of models, usually Heroes. In these cases you may choose from any models you have of the appropriate type. However, to keep things fair, you may not choose models that are riding monsters or vehicles unless they are specifically mentioned as being an option.

Models are deployed in the squares marked in the maps. Some scenarios have special deployment rules, but normally one player deploys all his models in the appropriate squares, then the other player deploys all his models.

STEP 5
PLAY

You're now ready to start the game. The scenario tells you who gets first Turn in the first Round.

WINNING

Most scenarios list various ways for each side to earn Victory Points (VPs). If VPs are listed then the first side to earn 8 VPs immediately wins the game. If both players simultaneously reach or exceed 8 VPs, then the player who has the higher total wins. If that is equal then the player whose Turn it is wins.

If one side has no models left on the table (and has not yet got 8 VPs if they are being used) then the other side wins.

Finally, a few scenarios have a unique way of winning. These special conditions are explained in the specific scenario.

MASSACRED

Mars Attacks depicts a dramatic and unforgiving alien invasion so don't be surprised if you get wiped out in your early battles! Everyone gets massacred at least once. Fighting aliens and conquering planets both need a bit of practice to get used to. Keep at it though, and if you lose a battle just try to work out what went wrong and see if you can do the same to your opponent next time!

3+ PLAYERS

Mars Attacks is normally played with one Human and one Martian player. However, you can play any of these scenarios with more than two players by simply sharing one or both of the sides. For example, if three people wanted to play, one of them could take the Human Soldiers, the second could control the Human Hero(es) and the third player could lead the Martians. If there is more than one player on a side then they play co-operatively, effectively working as a single player for purposes of cards, Turns and so on. However, when it comes to their Turn they need to decide between them what their best strategy is. Players that are fighting on the same side have a joint VP total and win or lose the game together.

This is an excellent way to teach someone the rules by teaming an experienced player with a novice. By taking control of some of the models the veteran can be of practical help within the game as well as offering good advice.

1. THE INVADERS ARRIVE

"They hit us hard, and they hit us fast. We never knew what was coming, and we paid for it. Well, now it's time to start hitting them back. Private Johns spotted a group of 'em over near the strip mall – well, where it used to be anyway. Not many of 'em, so I say we've got a chance. He said they're looking for something, but the way I see it, they're not gonna find it. Maybe we can pick up some of their gear too, so our tech boys can start figuring out a way to beat 'em. So what do you say? Who's ready to kick some alien ass?"

In this mission, a group of U.S. Army Troopers is pitted against a force of Martian Grunts, both seeking to eliminate their enemies and recover certain things from the battlefield. It's designed to teach you how the rules work, and is a great chance to get a feel for how the different sides work. After you've played, why not switch sides and play again?

This scenario uses 8 Critters and Alien Secret counters. See page 16.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment squares marked on the map:

- 5 Martian Grunts with Disintegration Rifles

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing a Human model with Shooting (+1 VP each)
- Killing a Human model in a Fight (+2 VPs each)
- Critters (+1 VP per counter, not counting the first)

HUMAN FORCES

The following Human models start the game off of the board:

- 6 US Troopers with Carbines
- 2 US Troopers with LMGs

In the first Round they must all move on via the first row of squares on the edge opposite the Martians' deployment squares, marked in blue on the map.

HUMAN VPS

Human Victory Points are awarded for:

- Killing a Martian model with Shooting (+1 VP each)
- Killing a Martian model in a Fight (+2 VPs each)
- Alien Secrets (+1 VP per counter, not counting the first)

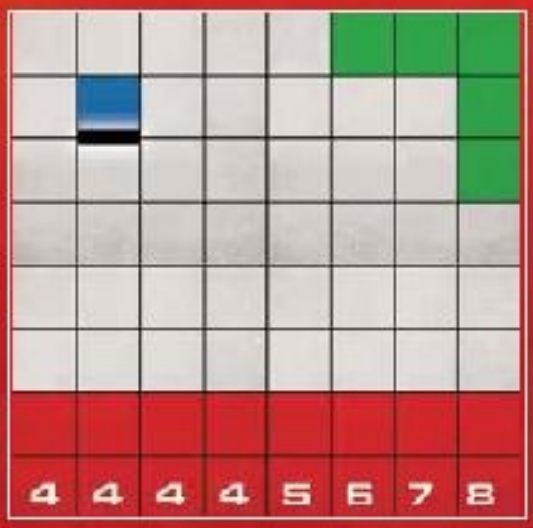
FIRST TURN: HUMANS

2. THE FRONT LINE

Eva jogged along the empty street, Troy at her heels. If they could just make it to the precinct house--

There was a flash of turquoise up ahead, and she swore under her breath. She pulled the kid into the cover of a blown-out store moments before the air was filled with gunfire. From the sound of the shots hitting the wall, they were massively outnumbered. They'd walked into an entire Martian squad.

"What are we gonna do?"



This scenario uses 8 Critters and Alien Secret counters. See page 16.

SPECIAL TERRAIN

The heavy black line under the blue square shows where you should place the most intact wall you have.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment squares marked on the map:

- 6 Martian Grunts with Disintegration Rifles

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing Eva or Troy (+4 VPs each).
- Killing the Sergeant (+1 VP)
- Critters (+1 VP per counter, not counting the first)

HUMAN FORCES

The following Human models deploy in the blue square:

- Eva
- Troy

The following Human models deploy in the green squares:

- 1 US Sergeant
- 6 US Troopers with Carbines

HUMAN VPS

Human Victory Points are awarded for:

- Moving Eva or Troy off the board via a numbered square (+VPs equal to the number of the square the model moves off from – see the map)
- Alien Secrets (+1 VP per counter, not counting the first)

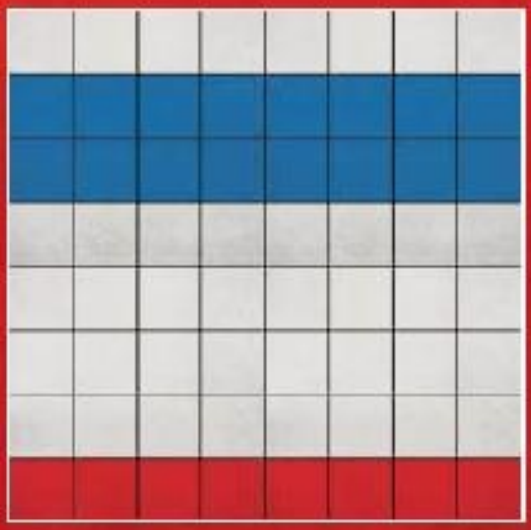
FIRST TURN: MARTIANS

3.THERE'S TOO MANY!

"Sarge, request permission to fall back? They're tearing us apart!" Sergeant Black scowled at the man.

"If we lose any more ground, we'll have nothing left."

The trooper was right. They were strung out as it was, taking what cover they could amid the wrecked cars, burning benches and crumbling walls. The Martians just kept coming. The new guy, with his knowledge of the alien forces and obvious spec ops training, was helping out – he seemed to be killing three Grunts for every one the rest of the men put down – but even he wouldn't let them hold out forever. They had to pull back, but first he planned on giving the invaders a bloody nose...



This scenario uses 8 Critters and Alien Secret counters. See page 16.

REINFORCEMENTS

Martian reinforcements arrive as the battle continues. These must all move onto the board via the squares in the red deployment zone during the Round they become available.

- Round 3: 4 Martian Grunts with Disintegration Rifles
- Round 4: a Martian Grunt Unit Commander with 4 Martian Grunts with Disintegration Rifles

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment squares marked on the map:

- 1 Martian Grunt Unit Commander
- 1 Martian Grunt with Freeze Ray
- 8 Martian Grunts with Disintegration Rifles

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing Deke (+4 VPs)
- Killing the Sergeant, Trooper with Missile Launcher or Troopers with LMGs (+1 VP each)
- Critters (+1 VP per counter, not counting the first)

HUMAN FORCES

The following Human models deploy in the blue squares:

- Deke
- 1 US Sergeant
- 1 US Trooper with Missile Launcher
- 2 US Troopers with LMGs
- 6 US Troopers with Carbines

HUMAN VPS

Human Victory Points are awarded for:

- Killing a Martian Grunt Unit Commander (+2VPs each)
- Killing Martian Grunts (+1VP for every 2 killed). Only count complete sets of 2 killed
- Alien Secrets (+1 VP per counter, not counting the first)

FIRST TURN: MARTIANS

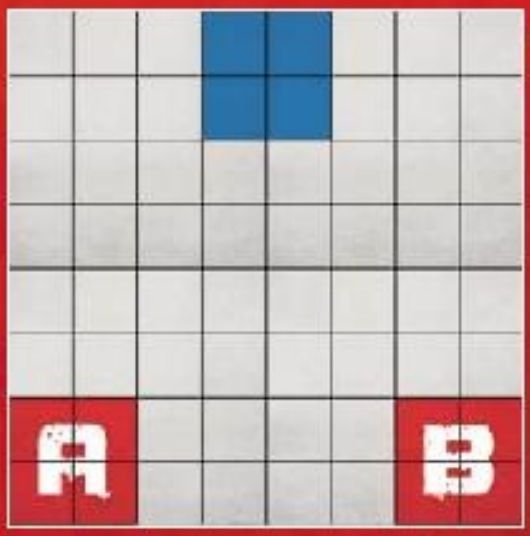
4. TREAD CAREFULLY

"Sssh, quiet!" whispered Ashley, putting her hand over Phil's mouth. "You'll get us caught."

The pair had so far managed to weave their way through downtown without being detected by the few Martian soldiers that were hunting down the last remaining civilians, but progress was slow and tempers were running hot. Despite his worthlessness, Phil had been pretty good at working out the invader's patrol routes and Ashley had taken full advantage as she made for the hospital. Surely they'd be safe there.

Phil squealed as Ashley peered around a corner, hitting her hands as she tried to keep him quiet. She pressed harder, spinning around and shooting him a look that made him visibly shrink in front of her.

"Shadows, d-down the alley," he exclaimed. "And voices. Human voices!"



This scenario uses 8 Critters and Alien Secret counters. See page 16.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy 2 groups of Soldiers – one in the the red deployment squares marked A and the other in B.
EACH group consists of:

- 1 Martian Grunt Unit Commander
- 4 Martian Grunts with Disintegration Rifles

The Martians then deploy the following ONE model anywhere in either A or B:

- 1 Martian Grunt with Freeze Ray

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing Ashley or Phil (+4 VPs each)
- Critters (+1 VP per counter, not counting the first)

HUMAN FORCES

The following Human models deploy in the blue squares:

- Ashley
- Phil
- 2 US Trooper with LMGs
- 6 US Troopers with Carbines

HUMAN VPS

Human Victory Points are awarded for:

- Moving any Soldier model off the board via the lower edge of the board (+3 VPs each)
- Alien Secrets (+1 VP per counter, not counting the first)

FIRST TURN: HUMANS

5. CHAOS

It was utter chaos.

Gunfire lit up the night sky, both human and alien, and the screams of the wounded and dying filled the air. Private Holland sheltered behind a tangle of wreckage with his rifle pointed outwards, scanning for signs of the enemy. It had all happened so fast. With no working streetlights and the moon hidden by pails of black smoke, they'd been relying on the glow of fires and emergency flares to find their way, and hadn't spotted the enemy patrol until they were already among them. Half the squad had been cut down in seconds, and the rest had scattered for cover. Now their only chance was to fight their way out of the mess they'd walked into...

DEPLOYMENT

Starting with the Human player, both sides take turns ***RANDOMLY*** placing their models one at a time on the board. If you roll a square that already contains an enemy model then you may choose where to deploy that model.

HUMAN FORCES

The Humans deploy the following models:

- 1 Hero of the player's choice
- 1 US Trooper with LMG
- 6 US Troopers with Carbines

MARTIAN FORCES

The Martians deploy the following models:

- 2 Martian Grunts with Freeze Rays
- 8 Martian Grunts with Disintegration Rifles

WINNING THE GAME

VPs are not awarded in this scenario. Instead, the winner is the side that reduces their opponents to a single model first. The last of the enemy runs away. If both players are reduced to a single model simultaneously, the game is a draw.

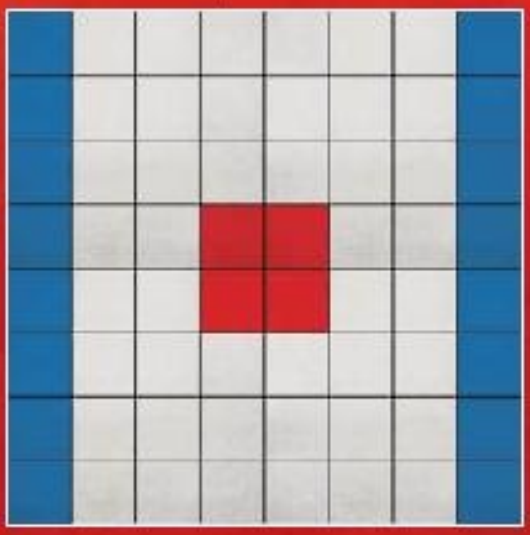
FIRST TURN: ROLL A DICE

1-4: HUMANS
5-8: MARTIANS

6. REBEL ASSAULT

General Tor scowled, his cloak fluttering in the wind, as the Martian Patrol gathered in front of him. Tor didn't need to speak to them; they were beneath him, fit only to do his bidding and bask in his glory. Their only purpose was to die for the advancement of the Martian agenda.

In the distance, from behind a burnt-out car, Ashley watched the Martian leader inspect his troops. She had to stop herself from taking a shot; satisfying as it would be, the plan would be ruined if she missed. Beyond the Martian patrol, in the shadow of a burnt-out building, Sergeant Black caught her eye, and she nodded. It was time for action. If they'd ever had an honest chance at stopping the invasion in its tracks, this was it.



NIGHT

The maximum range for all ***SHOOTING*** is 3 squares.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment squares marked on the map:

- General Tor
- 6 Martian Grunts with Disintegration Rifles

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing the Human Hero (+3 VPs)
- Killing any Human Soldier (+1 VP each)

HUMAN FORCES

The following Human models deploy in the blue squares:

- 1 Hero of his choice
- 1 US Sergeant
- 1 US Trooper with Missile Launcher
- 2 US Trooper with LMGs
- 6 US Troopers with Carbines

HUMAN VPS

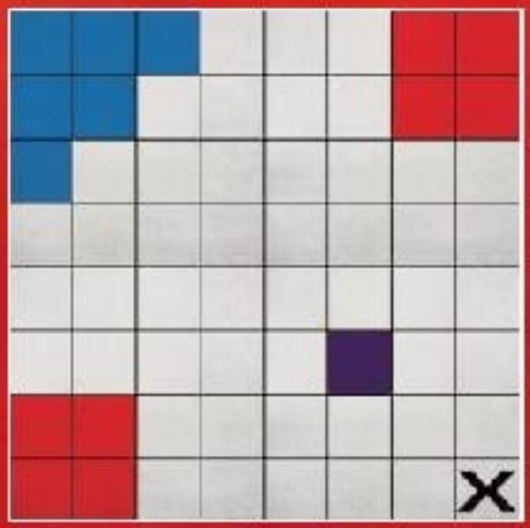
Human Victory Points are awarded for:

- Kill General Tor (+8 VPs)

FIRST TURN: HUMANS

7. COLLECT CALL

A truck exploded behind Joe as he dashed across the parking lot, rifle fire from the dug-in Grunts whipping past him as he ran. This was answered by bursts of gunfire from the squad of troopers behind him, and the mechanic managed to make it into cover. Up ahead he could see the uplink, a squat device not much bigger than a shoebox. Cables snaked away, running into a nearby building, and an array of antennas bristled from the top. It was being watched by two Grunts. They were training rifles in his direction, and his heart sank as he realised they knew exactly where he was. He squinted, trying to get a good look at the device detail, but his eyesight wasn't what it used to be. He was gonna have to get closer... much closer.



MARTIAN UPLINK

The X marks the position of the Martian uplink. Use the objective counter provided to mark this.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the purple deployment square marked on the map:

- 2 Martian Grunts with Disintegration Rifles

The Martians then deploy the following models anywhere in the red deployment squares marked on the map:

- 1 Martian Grunt Unit Commander
- 1 Martian Grunt with Freeze Ray
- 10 Martian Grunts with Disintegration Rifles

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing Joe (+8 VPs)

HUMAN FORCES

The following Human models deploy in the blue squares:

- Joe
- 1 US Sergeant
- 1 US Trooper with Missile Launcher
- 2 US Troopers with LMGs
- 6 US Troopers with Carbines

HUMAN VPS

Human Victory Points are awarded for:

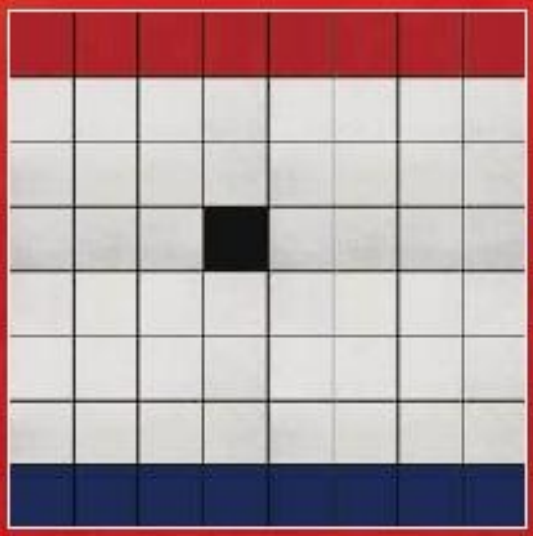
- Joe gets to the Martian uplink and spends a point of Heroics to re-route it whilst standing in that square (+8 VPs). He cannot do this if any Martians are in the same square at the time.

FIRST TURN: HUMANS

8. KEEP WHAT YOU STEAL

Buddy dropped the heavy tote bag and leaned against an overturned desk, wiping the sweat from his forehead. They had the money.

That was the easy part. Now they just had to get out of town, and find somewhere a little less crazy. Over by the window, Brandi was watching for an opening. The sounds of gunfire being exchanged echoed around them, and Buddy wondered whether using the gunfight as cover to rob Greenville Savings & Loan had been such a good idea. But hey, no good plan ever stayed intact once the bullets – or in this case, alien death rays – started flying. He stretched, grimacing as his joints crackled, and hauled the bag over his shoulder. He wanted to be ready to move as soon as Brandi gave the word.



SPECIAL TERRAIN

The black square marks the bank vault. Make this as solid as you can, with a single way in as the door (facing the Martian deployment squares).

This scenario uses 8 Critters and Alien Secret counters. See page 16.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment squares marked on the map:

- General Tor
- 10 Martian Grunts with Disintegration Rifles
- 2 Martian Grunts with Freeze Rays

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing an enemy model (+1 VP each).
- Critters (+1 VP per counter, not counting the first).

HUMAN FORCES

The following Human models deploy in the black square:

- Buddy
- Brandi

Buddy starts with the objective counter. If he is killed then it is dropped in that square. The Loot can only be carried by a Hero. It is picked up like any other counter, by moving into the square containing it.

The following Human models deploy in the blue squares:

- 1 US Sergeant
- 1 US Trooper with Missile Launcher
- 2 US Troopers with LMGs
- 6 US Troopers with Carbines

HUMAN VPS

Human Victory Points are awarded for:

- Killing an enemy model (+1 VP each).
- Alien Secrets (+1 VP per counter, not counting the first).
- Carrying the Loot (objective counter) off the board via the blue deployment zone (+3 VPs).

FIRST TURN: MARTIANS

9. HAVE AT THEE!

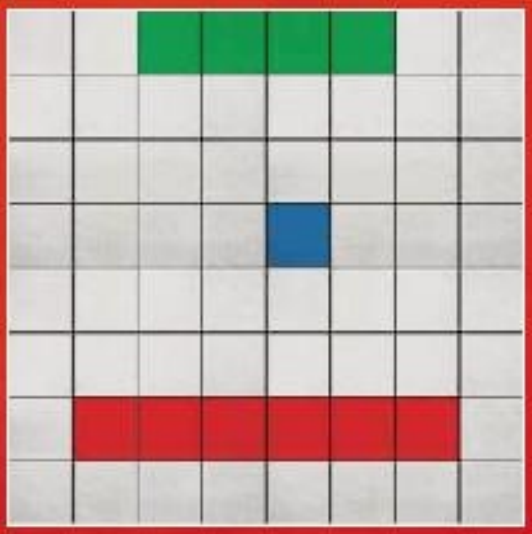
Phil could hardly believe the week he was having. Did it get any better than this? First there had been the incident with the guys in marketing (who wouldn't be making fun of his collection of miniatures anymore) and the ray gun he'd found. Then he'd found those people who needed his help! He'd helped them, too. Well, he'd tried to, and okay, it hadn't gone great, but it was something! Then... well, then this had happened.

"Pray tell, Philip of Greenville; once more, for I fear I understood you not. Whence came these demons?" Sir Edwyn of Hoo – a knight! A real one, too, Phil could tell by the way he spoke, and the armour he wore. It wasn't a replica, like the kind he used to wear when he was weekending with the Regal Company; this was the real deal. He'd told himself that it wasn't wise to question why a medieval warrior was walking the streets of Greenville armed with a Martian sword; it made about as much sense as everything else that was happening lately, so why try to second-guess it? He was about to reply to Edwyn's question when the knight held up a gauntleted hand for silence. He'd heard something, but Phil didn't know what—

There was a sudden crash of falling masonry and the sound of roaring servos. The wall across the street from them exploded outward, a squad of Martians quickly bursting out, weapons raised. Phil stared up, rooted to the spot. He wanted to move, to run, to hide and get away from it, but terror had frozen his limbs.

Edwyn's reaction was quite the opposite. Apparently, he knew no fear. The knight pushed his companion back into the shelter of a doorway, raising the alien sword to his face in salute and stepping out into the open street. The unit commander seemed to regard the brave warrior and his otherworldly weapon, seemingly recognising the blade. Anger passed over his face, before adopting what could only be a fighting stance.

Sat against the cracked doorway, Phil couldn't help grinning in amazement. This week was just getting better and better...



THE SOUND OF THE GUNS

When a Martian Soldier model is killed by a Human Soldier (not a Hero) place it in reserve. In the first Martian Turn of each Round, the Martian player must deploy all of their reserves onto the battlefield. If they have more than 2 reinforcements they must continue to bring them on each turn until there are none left, at which point they can activate models as normal.

Each model enters on one of the squares along the bottom edge. They may enter in the same or different squares as the Martian player chooses.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models in the red deployment squares marked on the map, WITH AT LEAST ONE MODEL IN EACH RED SQUARE.

- General Tor
- 6 Martian Grunts with Disintegration Rifles

MARTIAN VPS

Martian Victory Points are awarded for:

- Killing Edwyn (+4 VPs).
- Killing enemy soldiers (+1 VP).

HUMAN FORCES

The following Human models deploy in the blue square:

- Edwyn

The following Human models deploy in the green squares:

- 1 US Sergeant
- 2 US Trooper with LMGs
- 6 US Troopers with Carbines

HUMAN VPS

Human Victory Points are awarded for:

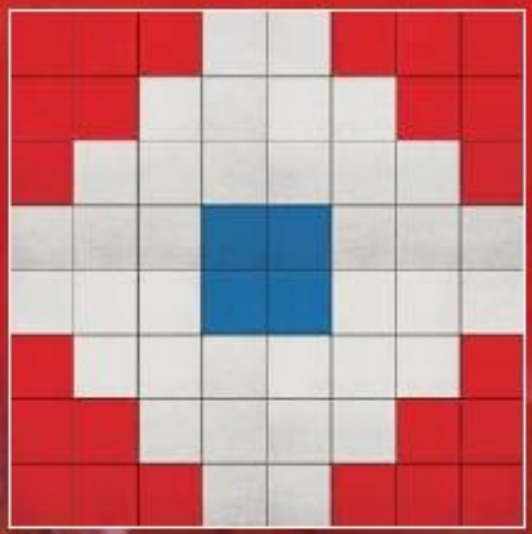
- Edwyn killing an enemy Soldier (+1 VP each).
- Killing General Tor (+3 VPs).

FIRST TURN: HUMANS

10. CIVILIAN RESISTANCE

"Here they come!"

The Sergeant's cry was the signal they were waiting for, and everyone opened fire. They were utterly, hopelessly surrounded. Martians were advancing on all sides, closing in on the rag-tag group of survivors. Troy lifted his crossbow in trembling hands, breathed out to steady himself, and ducked out of cover to loose a bolt. He allowed himself a moment of pride as the shot dropped a Grunt to the floor, then shrank back as two more returned fire. Beside him, Eva's shotgun roared, the sound mixing with the chatter of machine guns and the harsh buzz of ray guns. If this wasn't the end, Troy didn't know what it was.



CONTROLLING DEPLOYMENT ZONES

This map is split into five deployment zones:

- 1 Human deployment zone (blue squares)
- 4 Martian deployment zones – one in each corner (red squares)

Each side starts the game in control of their own deployment zone(s).

You gain control of an enemy zone if you have one or more models in it at the end of a Turn and there are no enemy models left in it. A zone can change hands several times during the game.

MARTIAN FORCES

Martians deploy all their models first.

The Martians deploy the following models anywhere in the red deployment squares marked on the map:

- General Tor
- 2 Martian Grunt Unit Commanders
- 2 Martian Grunts with Freeze Ray
- 16 Martian Grunts with Disintegration Rifles

REINFORCEMENTS

There are many more Martians where these came from. At the start of each Round, the Martian player takes up to 6 spare Martian Soldier models from those that have been killed so far in the battle. These can be moved on to the board during that Round as a wave of reinforcements. They can only enter the board via corner deployment zones that are currently under Martian control. They do not all have to enter on the same one. These reinforcements are in addition to any models brought back on with Reinforcements Arrive cards.

HUMAN FORCES

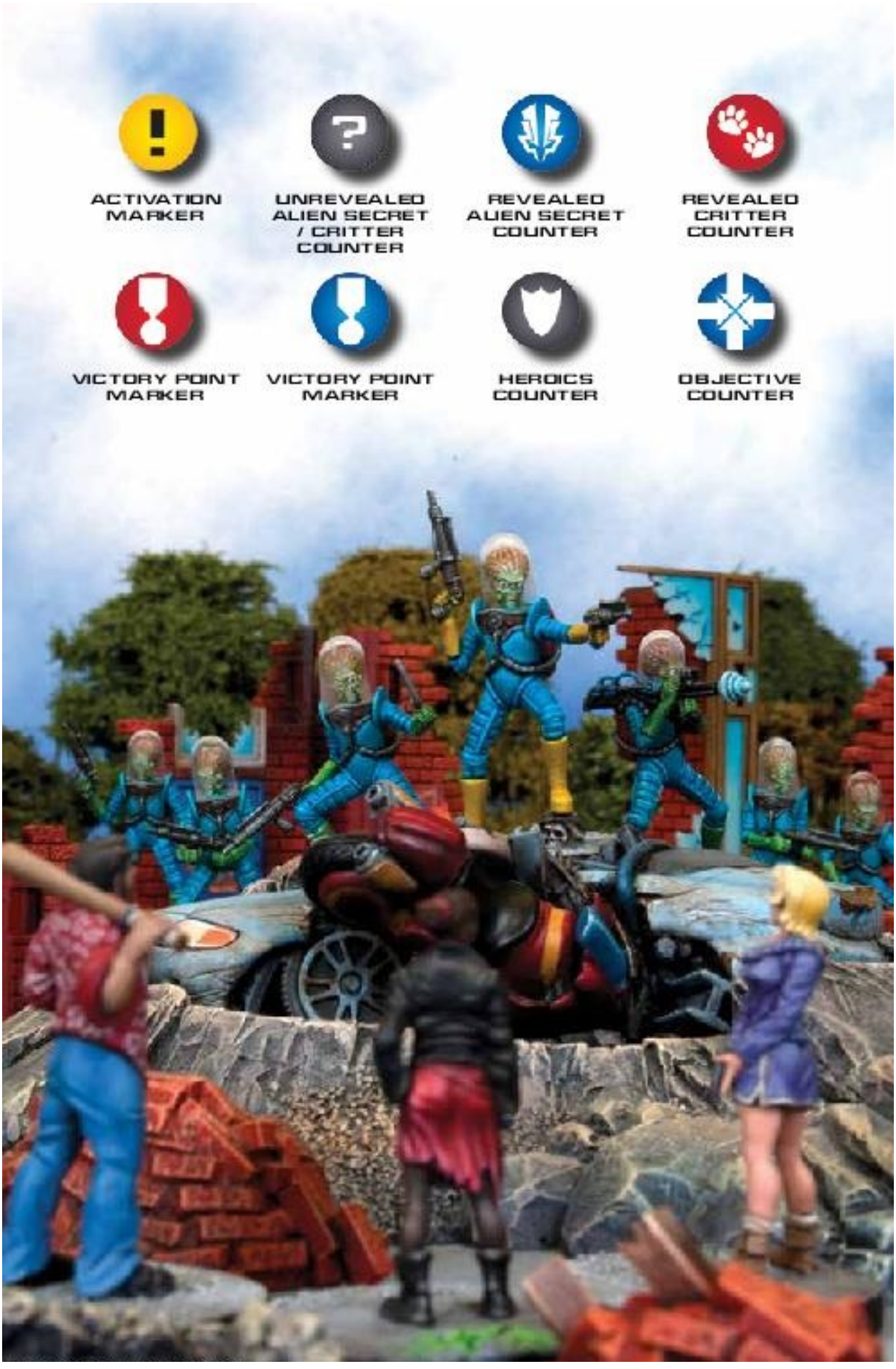
The following Human models deploy anywhere in the blue deployment squares marked on the map:

- Buddy
- Brandi
- Joe
- Ashley
- Eva
- Troy
- Phil
- Edwyn
- Deke
- 1 Sergeant
- 2 US Trooper with LMGs
- 1 US Trooper with Missile Launcher
- 6 US Troopers with Carbines

VICTORY

VPs are not awarded in this scenario. Instead, the winner is the side that controls at least 4 of the 5 deployment zones at the end of any Round, starting with the end of Round 3. Each side starts the game in control of their own deployment zone(s). You gain control of an enemy zone if you have one or more models in it at the end of a Turn and there are no enemy models left in it. A zone can change hands several times during the game. Martian models returning to the battle due to Reinforcements Arrive cards may only enter via corner deployment zones that are currently under Martian control.

FIRST TURN: HUMANS


ACTIVATION MARKER
UNREVEALED ALIEN SECRET / CRITTER COUNTER
REVEALED ALIEN SECRET COUNTER
REVEALED CRITTER COUNTER
VICTORY POINT MARKER
VICTORY POINT MARKER
HEROICS COUNTER
OBJECTIVE COUNTER